VECTOR GRAPHIC INC. PRESENTS ESP-1

ASSEMBLER, MONITOR AND EDITOR

EXECUTIVE COMMANDS:

A   ASSEMBLE source file to object code with formatted assembly listing and symbol table which may be saved for other files.

B   BREAKPOINT prints formatted display of all registers when met.

C   CONCATENATE appends file read in to current file and renumbers.

D   DISPLAY selected memory contents on terminal.

E   ENTER displays and/or modifies contents of memory.

F   FILE creates, assigns and displays file data.

G   GO TO transfers program control to selected address.

H   HEX loads paper tape in hexadecimal format into memory.

I   INITIALIZE assembler, monitor and terminal.

K   KILL deletes any line or lines from current file.

L   LIST displays unformatted source as originally entered.

M   MOVE current file or block of memory to any location.

N   NUMBER renumbers source lines by chosen increment.

P   PRINT outputs formatted listing of current file.

R   READ object or source cassette into memory via Tarbell interface.

S   SET baud rate using 3P plus S interface card.

T   TEST selected area of memory and display errors.

U   USER transfers program control to user location 0000.

V   VERIFY that two areas of memory are identical and display errors.

W   WRITE current file or object code onto cassette.

X   HEXA displays sum and difference of two hexadecimal numbers.

Z   ZERO any area of memory or fill with a constant.

@   ABORT any of the above and reset system.

-    DELETE last character and backspace cursor.

     A, D, L and P displays may be halted with space bar, continued with carriage return or aborted with @.

1234 ANY four numeric digits enter editor.

AN EXECUTIVE PROGRAM - AN OPERATING SYSTEM - AN ASSEMBLER

A MONITOR - AN EDITOR - A HOUSEKEEPING PROGRAM - A GOOD FRIEND!